

SKYREALMS of Jorune™

Presents

SEGMENT JORUNE



Are you tired of waiting for new JORUNE books to be published? Look no farther! SEGMENT JORUNE, exclusively in White Wolf, gives you what you've been looking for. Each issue, the Jorune Segment will present you with NEVER BEFORE PUBLISHED JORUNE MATERIAL. Our format is based on the following regular features:

REGULAR FEATURES:

I. The Monthly Adventure: Each issue we will create a small adventure for you and your players.

II. Game Master Jorune: Notes for the Jorune sholari (GM). Helpful hints, rules clarifications, campaign ideas, playing aides, and up-to-date enhancements for Jorune gaming groups each issue.

III. Playing for Keeps: Advice and tips for players trying to get ahead on Jorune.

IV. Beagre Bombs: We'd like to share some of the strange things that appear in our mail box. BB is a forum designed especially for dytes with no wall to write on.

V. Forum: A forum for our readers. You can seek a response from any of the following: the Jorune Design Team, Khodre Dhardrenn (the dharsage of Burdoth), Rhan Trohan (the Chell of Ardoth), Danthro Krose (renown adventurer), Kirra Ho-Trid (famous thriddle), Keshtia Marllis Mishayne (Miss Manners of Jorune), the naull of Sho Copra-Tra (deceased shantha shown on Jorune box cover), or any other Jorune personality. Warning: at our discretion, the Eelshon She-evid will respond to incoming mail.

VI. Next Moon: We'll give advanced warning of any SkyRealms activity planned, contests we are sponsoring, and of course, any upcoming releases we may be planning. What's coming up next issue.

VII. Scraggers: Quick notes, errata, examples of play and last-minute news-briefs.

Occasionally Featured:

- **Gomo Guide:** Essays and insights into Jorune history, technology, societies. Topics include Earth-Tec, Bio-Tec, and collections of ancient writings. Occasionally written by Salrough Gomo himself (otherwise handled by the Jorune staff).
- **Beagre and Beyond:** Unpublished creatures and plant life of Jorune, and more detailed looks at some of your old favorites.
- **Isho Storms:** New dyshas for your caji characters

and in-depth descriptions of each of the color groups along with suggestions for creating your own dyshas.

- **Time-line:** Clips from the Jorune master time-line.
- **Glossary:** A few Jorune words each month, especially those used in the Segment.
- **Complete adventures/campaigns.**
- **Design notes**

GET THE FIRST SHOT AT CLOSELY GUARDED JORUNE SECRETS LIKE:

- *The Iscin Journals*
- *The Gomo Guide to Myths and Legends*
- *Supplement Jorune Ardoth*
- *The Island of Sillipus*

Segment Jorune is not just endorsed by SKYREALMS --- We write it! In conjunction with White Wolf our design team offers you a monthly feature that will keep you and your tauther jumping like scragger at a vein.

For those of you not familiar with the SKYREALMS of Jorune role-playing game, here is a little history about us: SkyRealms Publishing incorporated in 1984 to market the Jorune ideas that we had been working on since 1979. The culmination of this work is the SkyRealms of Jorune boxed edition and its two companions: Ardoth and Burdoth. Our rate of book production has been slow compared to our rate of creation. We are constantly expanding Jorune with new creatures, dyshas, realms, Earth-Tec, Bio-Tec, and more intense history for your players to live through. Our regular presence in White Wolf should serve our readers by providing new material currently unavailable on gamestore shelves.

A BRIEF SYNOPSIS OF JORUNE:

Jorune is a world colonized by Earth in the early part of the 22nd century. The role-playing game centered around Jorune takes place thousands of years later, after genocidal war between humans and the planet's native inhabitants leaves both populations decimated. Contact with Earth long lost, the surviving humans learned to adapt to their new home, it's foreign flora and fauna, and the planet's enigmatic energy that the natives had mastered in myriad forms.

FORUM JORUNE:

These letters were received prior to the debut of Segment Jorune.

Dear Skyrealms,

First, I'd like to thank you for producing one of my all time favorite role playing systems. I've been playing since 1976, and not since my first game, Empire of the Petal Throne, have I encountered a setting as fascinating and unique. Your creation definitely has a sense of wonder about it, and its high degree of internal consistency makes suspending disbelief easy. The current state of game mechanics in Jorune also serves to enhance the player's experience by emphasizing role playing over combat or "numbers crunching". I've been running a weekly game of Jorune for a little over six months now, and my group of seven players really enjoy your game. After our last session, they put together a list of questions for you. I've enclosed that list and have a few questions of my own.

John's questions:

Q: Would it be possible for you to write a short piece on food on Jorune, possibly pulling together all the current information in the published material in one place. Are thombos the only source of meat besides seafood? Do Jorune equivalents of the chicken exist? Are beagre eaten? Could you describe a common meal for various social classes, and perhaps some regional specialty dishes?

A: *The entire topic of food is addressed in our essay on food (#4) available through SkyRealms Publishing. We will publish most of this essay in the next issue of White Wolf, though more will be available on the mail order essay #4. Specialty dishes and restaurants are discussed at length in Companion Jorune: Ardoth starting around page 14. This is a topic we will continue to pursue.*

Q: Do you have a more extensive price list than the one in the supplement, covering more mundane items? If so, could I get a copy of it?

A: *At present we have no more price lists than those listed in the rules supplement. All versions contain the same prices of the same items.*

Q: One of my players has a Bronth character, and would like any information you have on Bronth, beyond what's been published.

A: *As for your bronth characters, I'm afraid they'll have to wait for our special essays on the Iscin races coming up in a few issues.*

Q: I'm an archaeologist, and the idea of sending my group on an expedition to a Lamorri site appeals to

me. Could you let me know of any geographic areas that would be likely places to seek ruins. Also, what general forms did Lamorri architecture take? What artifacts may have survived on Lamorri sites?

A: *We can't give out all of our secrets at once. This is a complex issue that has repercussions into all facets of Jorune history, past, present and future. Keep your eyes focused on the Doben-al, Burdoth, and the site of a famous thriddle library.*

My group and I are looking forward to any new releases, and if you're looking for an established, regular campaign for play-testing any material, we'd like to volunteer. Thanks again for many enjoyable hours on Jorune.

John Marron
Gainesville, Florida

Reply by Andrew Leker

Dear John,

Thank you for your letter. We're glad to know that you and your gamers have gotten so much out of our system and world. Their questions are answered below. We'll address the rest of your questions in a future issue (sholaris always ask the hard ones!).

John's Gaming Group's Questions:

1. Q: Can Thriddle move their tristy independently?
A: *Yes, thriddle can move each of their eye stalks (tristy) independent of each other.*
2. Q: Are there a variety of Tarro (striped, coloured, different arms, etc.)
A: *Yes, there are a variety of tarro. See next issue's Beagre and Beyond section.*
3. Q: Do Iscin races cry, whimper or both?
A: *All of the bio-engineered races whimper, but of the woffen, bronth, crugar, cygra, tologra, and blount, only the woffen, crugar, and tologra are capable of crying. They will refrain from weeping during all but the most emotional episodes, unless using tears as a subterfuge.*
4. Q: About how much are reading glasses?
A: *Reading glasses for far-sightedness cost anywhere between 80 gemules and 2 gemlinks.*
5. Q: What does the writing on a Giddyne say?
A: *A giddyne is an ornament carried by those wishing access to the Mountain Crown of Tan-Iricid. It is used like a library card or pass key. The writing on each giddyne contains an interesting historical fact.*
6. Q: Do Bronth wear any clothing other than belts.
A: *Yes. Bronth wear clothing other than belts. In their cities (Tlon for example), cushdin silk made from the Cushindell silk-moth of northern Burdoth is woven into capes, loin cloths, scarfs, and knickers.*

7. Q: Is there a date when Iscin died that Iscin races honor: like a neo-holiday? If so, what is that day. What would popular custom be on this day (feasting, meditation, lighting candles)?

A: See our Jorune mail order holiday essay.

8. Q: Do ordinary drinks like rusper and stomeh affect Bronth?

A: You bet they do. As a matter of fact, the bronth's particular fondness for such drinks gets them into plenty of trouble in human civilization.

9. Q: Do all races have midgets?

A: Yes.

10. Q: Are there different kinds of Bronth, like Polar Bronth, Black Bronth? If so are there sub-species of other races?

A: In general, there are but slight variations of the Iscin races. A notable exception are the cygra, the pale, arctic cousin of the grassland crugar.

11. Q: Are just some Bronth capable of Isho use?

A: All bronth are born with some degree of Isho use. Most are not raised in such a way as to be able to learn dyshas however. Only bronth taught in infancy to use the crystalline "tla-bro" will learn to weave orbs and bolts. The naull of a bronth will in any case be restricted to reds and yellows. See the Sholari Guide, page 13.

12. Q: Did the Lamorri have a technology equivalent to Earth-Tec? Do Ramian find it in caches?

A: Yes, the Lamorri were responsible for the great technology that brought them to Jorune, but no, the ramian do not find it in caches. Although distant cousins of the Lamorri, ramian now live far from the ruins of their long-lost relatives.

13. Q: Would you please publish some more animals, of any type?

A: Stay tuned to our Beagre and Beyond section.

14. Q: Can you make a Woffen's leg zoom back and forth by rubbing its stomach like you can with a dog?

A: Yes. Often, when woffen greet each other with great hugs, they will set off this reflex motion, which you call "zooming." Zoomers usually end up on the ground if their embrace began while they were standing.

Dear SKYREALMS,

Since discovering your games system 'Skyrealms of Jorune' in 1985 we have become addicted to playing your game. It is one of those pleasant rarities in the role-playing games' market, that caters for serious role-players. Michael, Gordon and I would like to express our heartfelt thanks for the time and effort you put into your creation.

I, as Sholari have created a warp gateway linking Coise to Southern Drail, throwing the tauthers into

the deep end so to speak. It has provided a marvelous opportunity to expand on the native flora and fauna and create isolated jungle-dwelling cultures. Michael and Gordon are two of my players who really feel the environment they're in, and have responded to my challenges creatively and enthusiastically.

We hope you will be adding more to your realm. Is there anything in the pipeline?

Thanks again.

Tony Lloyd
Canberra, A.C.T., Australia

Dear Tony,

Praise all the way from Australia --- a nice treat. We were wondering how those copies sent off to your continent were received. The continued interest is much appreciated. As for your question: What's in the pipeline is right in front of you. SEGMENT JORUNE will fill in while our release schedule takes a break.

Amy Leker
SKYREALMS

SEGMENT JORUNE MINI-MODULE

HOW TO USE THIS MINI-ADVENTURE

This mini-adventure is designed for use by a group of 3-5 characters of neo-tauther status. If the group is well equipped, and/or higher than average in skills, beef up the encounters accordingly. If you will be a player in this adventure, please read no further; the following information is for the Sholari only.

A WORD TO THE SHOLARI

Jorune was not written to be a world where a sharp blade and well developed muscles would be the only features a player needed for survival. Jorune is a place filled with many different life forms. Though "different" could be considered "deadly," short-sightedness could be deadlier. There is a time to fight, a time to run, and a time to think. Of course, this holds true on Jorune, but not necessarily in that order.

MINI-ADVENTURE BACKGROUND

This adventure is built around an Earth-tech artifact that dates back to the days of the human colony on Jorune (3500 years). Humans of the Glounda forest came across this device millennia ago; it has been revered and kept in working order ever since. Responsibility for this artifact has been handed down through the generations from one tribesman to another. It's intended use was never truly known by its keepers, and now remains entirely a mystery. The artifact is now used to keep troublesome tarros in

check. The village considers it its most prized possession.

THE VILLAGE

Characters discover the village under the careful guidance of their sholari. They happen upon it by luck, or are attracted by the high frequency whine of the artifact. To hear the sound at a distance, players must roll make their Listen roll + 8.

The highly reflective Earth-Tec artifact is located in the center of the village and rests upon a large, flat rock altar into which it has been mounted. The altar stands 1 meter high, and supports the item's half meter square base - it weighs 50 kg (110 pounds). The device's brightly colored lights flash sequentially. A switch can be detected through close scrutiny of the players (roll against Spot, penalty 4). The switch juts out of a crevice around the device's back. If flipped, the sequential flashing and the high pitched hum will stop. Further examination will reveal the object's source of power: a single function cell.

The village square will appear empty and the players unwatched until someone approaches the artifact and attempts to touch it. Just before human flesh contacts the cold metallic exterior, an old man armed with a bow and arrow will jump out into the clearing, arrow poised, ready to strike death into he or she who so much as touches the artifact. He grunts, "Away, away with you. Leave the keeper, the 'Keeper of Tranquility' alone." If the group does not obey, or attempts to fight, the old man will fire the arrow. But it is easy to pacify the old man once he notices the large pouches of gemules the player's carry (give them some sacks of gemules before starting the campaign if they don't already carry something similar). "Say, you wouldn't want to give up a few gemules in exchange for your life, would you? Heh, heh?"

Now that he has done his duty, the old man, true to his nature, is eager to talk about anything, including the artifact. The players will learn that he is responsible for the device's safe-keeping. If the players ask about the rest of the village's inhabitants, they will learn that most of them are off hunting. The rest of the villagers are occupied with the nightmare of a mandare that has been threatening the village since early that day. Neither group has returned.

The village is made up of 21 dwellings and make-shift store-fronts. A search will reveal nothing of value. In the largest hut the group will come across 1D10+2 very quiet children.

For each five cabins checked, roll 1D10. On a roll of

1, 2D6+3 hunters return and will surround the village. If the group has not harmed the old man or taken the artifact, they will be allowed to leave.

Should the group travel to the southeast they will discover what looks like a dry river bed. It is actually the trough left in the wake of a large gray mandare that passed through the area just hours before. The rocks in the bed are not rough and broken; they look crushed. Further exploration will lead the players to the recent remains of 10 unlucky villagers. The deceased were armed with rocks and bows. Allow for the chance that a survivor is nearby (25% suggested).

If the players remain in the area, they risk becoming the mandare's next meal. The mandare returns on a roll of 6 on a D6 for every 5 minutes. Mandares signal their arrival with a loud roar. If the hunters are accompanying the party, they will fight the mandare to the death, later treating survivors.

If the player characters have laid waste to the village or any of its people, use the a mandare attack to allow the tauther to escape the wrath of the hunting party.

BEGINNING THE ADVENTURE

The group begins the adventure in a pharmacy klade located in the heart of Gauss. Jael Keenorr, head of the klade, will inform the group that there has been an unusually high incidence of insomnia in Gauss lately and there isn't enough diazon root left in supply. He will go on to explain that diazon is used in the preparation of Halcen, a limilate used to induce tranquility followed by sleep. If the group is willing to travel to the northern section of the Glounda forest in search of diazon, Jael will agree to pay 30gu/kilogram. Jael will place his copra on the challisks of any tauther who brings back at least 5kg of high quality diazon. He will give the group a complete description of the plant and show them a drawing (it looks a lot like ginseng, but grows above ground).

Four days out and four days back should be allowed for travel time. Thombos are inadvisable on this journey due to the rugged mountain terrain. The path advised is over the Liggit Mountains and into Glounda.

PLACEMENT OF THE TRIBE

The Sholari should place the tribe well into the northern part of the Glounda forest, above the mountains north of the city of Glounda.

DIAZON ROOT

Once the tauther leave the village, they can find the diazon anywhere in this area and harvest 2d6 kilograms worth. A roll of 3D6 will indicate the

quality: 3-9 indicates low quality, 10-14 is regular, and rolls of 15-18 indicates an especially potent group of roots.

One third of the root of the diazon plant is visible above the ground. The plant must be dug out with a shovel, spade, or knife. The root itself is bitter, very pulpy and will cause violent headaches if digested in this state. Its skin may be dried and used as a calmativa tea.

THE TARROS ARE COMING

Unsecured belongings have a habit of disappearing overnight in the player's camp. The culprits are pesky tarro that steal anything and everything they can get their little, ropy, tentacle-like hands on. Each player has a 20% chance of losing something each night. Players need to make a listen +8 roll to discover the tarro. A nightwatch person will discover them on a successful Spot or Listen roll. An attempt to stop the tarro will result in immediate and interminable screeching. If the players kill any tarro, roll for the chance of a random croid encounter (10% for each tarro killed, D3 croid).

KALVIC ENCOUNTER

The kalvic are insects which are commonly found in Glounda (see White Wolf #8, Insects of Jorune). They will not bother larger creatures unless in the egg hatching cycle (80% chance). Give the party a good chance of noticing the kalvic (Spot -3, or Listen -1). If the party does not notice the kalvics or does not know to avoid them, they run the risk of having kalvic eggs laid in them subcutaneously.

Kalvics are usually 12 cm in length from head to injector and have six clawed legs. The egg-carrying female will dive down on and tear open the skin or hide of large creatures and in order to inject the eggs from her swollen abdomen.

The kalvic must first inflict at least a superficial wound to the skin and then on the following turn lay the eggs before trying to escape. Eggs will hatch in 2-6 days (2D3). During this time, hosts will suffer a -1 to advantage, due to soreness. When the eggs hatch, they will make their way to the skin's surface and break through causing a minor wound which will become infected unless treated.

Injectors do damage as knife. Fist, knife or fast legs are about all that are useful to thwart these little demons.

Reaction: Dangerous
Advantage: +3
Defense Size: -5
Attack Strength: -4 (claws)
Attack strength: -3 (injector)
To Hit: +7

Skin: No Armor
Speed: 2d6+2
Defense Success: 16
Attract Success: 12 (claws)
Attack Success: 13 (injector)
Origin: Ramian

THIVIN ENCAMPMENT

For the benefit of those infested with eggs or other batterings the tauther have taken, create a thivin encampment that the group can stumble into for aid and supplies.

JUKE BOX

If the tribe's prized Earth-Tec device is taken to the authorities in Gauss, the tauther will receive a challisk mark from the Chell's assistant (worth 5 points toward drenship). The device is in fact a juke box brought by the original Earth colony. The village never learned to use it properly, but it earned its name "keeper of tranquility" because when turned on, waiting for a tune to be selected, it created a high pitched whine that drove all tarro from the area (after all these years it's slightly out of adjustment).

SCRAGGERS

- Look forward to longer segments and more illustrations beginning next issue.
- Order a copy of the 8/87 Rules Supplement if you don't already have one. The supplement costs \$4.00, plus \$1.00 shipping. It is 20 pages long, contains greatly simplified character sheet generation, enhanced skills descriptions, and loads of additional information about Jorune. Included are 5 new and improved character sheets and 2 combat summary sheets.

- Errata for Companion Jorune: Ardoth

Page 18 (Interesting Attractions)

The Nekkich Hive, a major tourist attraction in both Ardoth and Voligire alike, should have been described this way: "The Nekkich Hive: Ardoth's Mystery Spot. Come face-to-face with Ramian Gire! See Voligirians in their everyday lives! An exhilarating experience (not recommended for good children!). Naull orbs move of their own accord within the Nekkich Hive, so BEWARE!" Located a few feet underground, the Nekkich Hive is a natural cave that supports a permanent, stable warp about the size of a large bowl. This impassable warp opens into Voligire, where it holds the same attraction for Ramian tourists eager for a peek at the Ardothians whose faces are pressed up against the other side.

Earth/Jorune

We appreciate any feedback you may have relating to the segment. Please address all correspondence to:
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This month's mini-campaign by Ken Felder.

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LEAVE YOUR WORLD BEHIND